

<b>INFORMATION DISCLOSURE STATEMENT BY APPLICANT</b>	<b>Attorney Docket Number</b>	3382-66857
	<b>Application Number</b>	10/692,361
	<b>Filing Date</b>	October 22, 2003
	<b>First Named Inventor</b>	Snyder
	<b>Art Unit</b>	2673
	<b>Examiner Name</b>	To be assigned

Examiner's Initials*	Cite No. (optional)	OTHER DOCUMENTS
SB		Agrawala et al., "Efficient Image-Based Methods for Rendering Soft Shadows", <i>SIGGRAPH 2000</i> , pp. 375-384.
SB		Airey et al., "Towards Image Realism with Interactive Update Rates in Complex Virtual Building Environments", <i>1990 Symposium on Interactive 3-D Graphics</i> , 24(2), pp. 41-50.
SB		Ashikhmin et al., "Steerable Illumination Textures", <i>ACM Transactions on Graphics</i> January 2002, 2(3) (To Appear), pp. 1-19.
SB		Cabral et al., "Bidirectional Reflection Functions from Surface Bump Maps", <i>SIGGRAPH 1987</i> , pp. 273-281.
SB		Cabral et al., "Reflection Space Image Based Rendering", <i>SIGGRAPH 1999</i> , pp. 165-170.
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SB		Cook et al., "Distributed Ray Tracing", <i>SIGGRAPH 1984</i> , pp. 137-145.
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SB		Debevec et al., "Acquiring the Reflectance Field of a Human Face", <i>SIGGRAPH 2000</i> , pp. 1-12.
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SB		Edmonds, "Angular Momentum in Quantum Mechanics", <i>Princeton University Press</i> , 1957, pp. 68-89.
SB		Greene, "Environment Mapping and Other Applications of World Projections", <i>IEEE CG&amp;A</i> , 1986, 6(11), pp. 21-29.
SB		Greger et al., "The Irradiance Volume", <i>IEEE Computer Graphics and Applications</i> , March/April 1998, pp. 32-43.

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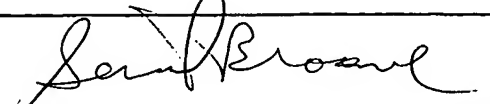
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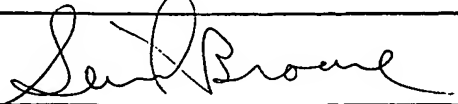
10/13/2005

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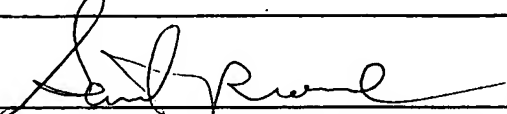
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SB		Hakura et al., "Realistic Reflections and Refractions on Graphics Hardware With Hybrid Rendering and Layered Environment Maps", <i>Eurographics Workshop on Rendering, 2001</i> , pp. 289-300.	
SB		Haeberli et al., "The Accumulation Buffer: Hardware Support for High-Quality Rendering", <i>SIGGRAPH 1990</i> , pp. 309-318.	
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		Kautz et al., "Fast, Arbitrary BRDF Shading for Low-Frequency Lighting Environments Using Spherical Harmonics", <i>Thirteenth Eurographics Workshop on Rendering 2002</i> .	
SB		Kautz et al., "Interactive Rendering with Arbitrary BRDFs using Separable Approximations", <i>Eurographics Workshop on Rendering 1999</i> , 247-260.	
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SB		Kajiya, "The Rendering Equation", <i>SIGGRAPH 1986</i> , pp. 143-150.	
SB		Keating et al., "Shadow Penumbrae for Complex Objects by Depth-Dependent Filtering of Multi-Layer Depth Images", <i>Eurographics Rendering Workshop, 1996</i> , pp. 196-211.	
SB		Keller, "Instant Radiosity", <i>SIGGRAPH 1997</i> , pp. 49-56.	
SB		Larson et al., "Indirect Calculation", <i>Rendering with Radiance, Morgan Kaufmann Publishers, 1998, Chapter 12</i> , pp. 523-562.	

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SB		Linde et al., "An Algorithm for Vector Quantizer Design", <i>IEEE Transactions on Communication COM</i> —28, 1980, 84-95.	
SB		Lokovic, "Deep Shadow Maps", <i>SIGGRAPH 2000</i> , pp. 385-392.	
SB		Malzbender et al., "Polynomial Texture Maps", <i>SIGGRAPH 2001</i> , pp. 519-528.	
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SB		Sillion et al., "A Global Illumination Solution for General Reflectance Distributions", <i>SIGGRAPH 1991</i> , pp. 187-196.	
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SB		Sloan et al., "Bi-Scale Radiance Transfer", <i>SIGGRAPH 2003 (To Appear)</i> , pp. 370-375.	

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SB		Soler et al., "Fast Calculation of Soft Shadow Textures Using Convolution", <i>SIGGRAPH 1998</i> , pp. 321-332.	
SB		Teo et al., "Efficient Linear Re-rendering for Interactive Lighting Design", <i>October 1997 Report No. STAN-CS-TN-97-60, Stanford University</i> , pp. 1-17.	
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